Company and love

Featuure:

This game tells a story about playing with a lonely child who is fond of playing basketball so as to bring him warmth of company. Player’s goal is to successfully throw the basketball into the basket for three times in total five tries. In each try, the position of the basket is randomly selected but the difficulty is not obviously different. The player can press the space key to decide the trajectory of the ball when flying. The longer the player presses the space key, the farther the ball will move by a parabola shaped trajectory after he releases the key. And to indicate a relationship between how long the key is pressed and how far the ball will move, the ball’s size will be changed to form a signal. However, the trajectory of the ball should be always under control. A maximum trajectory should be pre-decided and then however long the user presses the key, the ball should not exceed the maximum trajectory.

Risk assessment:

1.The relationship between how long the key is pressed and ball’s trajectory of parabola may be a little hard to decide.

2.The change of ball’s size to indicate the cage of trajectory may not be presented very well and the player may still feel confused.

Fall-back plan:

1.Instead of using how long the space key is pressed as a indicator of the ball’s trajectory, the player may use left and right key to change the ball’s initial angle. In that way the trajectory is decided according to the initial angle and the player can be better informed.

2.Some sound effects may be added. For example when pressing the space key, a sound effect with creasing volume and faster pace can be played to remind the player of the change in ball’s trajectory.

Defending the fragile

Feature:

This game tells a story about defending a fragile mirror by preventing the ball shooted out of control from breaking the mirror behind the moving target. The player can press left or right key to adjust the initial angle of the ball. However the ball’s releasing time is not controlled by the player, but pre-set. The player can get informed by looking at a countdown on the screen. For example, after a three two one countdown, the ball is automatically shooted. And then after another countdown, a second ball is shooted. The target in front of the fragile mirror keeps moving orderly from left to right or from right to left. And the ball needs to strike the target rather than miss the target and strike the mirror. The player can have three tries and in each try, if the mirror is struck for three times, the mirror is broken and the game is over. The ball’s trajectory is straight line and when adjusting angle, a dotted line will be used to indicate the straight trajectory if released.

Risk assessment:

1.Because we want to make the game with a 3D feel with 2D tools, we may need to adjust size of ball or decide positions of targets to tell players that this game is showing a 3D scene in a 2D plane.

2. The player may not have a strong feeling when the target is successfully struck.

Fall-back plan:

1.We may change our view to a planform.

2.The speed of the flying ball may change in the flying process gradually to indicate that it is flying from near to far.

3.The process may be paused for a sec and a hint may show up like “10 rings” to indicate that the target is successfully struck.

Seizing the wanted

Feature:

This game tells a story of using a white canvas to hold the color bricks thrown randomly towards you. The color bricks are thrown from front to back and the canvas is on the back. The player can use left-right key and up-down key to control the position of the canvas. The required color types will be shown on the corner of the screen and the player needs to use canvas to hold the blocks with required colors while avoiding being attacked by colors with different color types. There will be three wanted colors and three unwanted colors in each round. And each wanted and unwanted color forms a pair. When getting the wanted color, the player’s score will add 5 points in that wanted color score, while when getting the unwanted color in the pair, the player’s score will minus 2 points in the corresponding wanted color. After a round, the scores for each color should reach a minimum standard. If all wanted colors are obtained with desired amount, then the player successfully seized what he wants.

Risk assessment:

1.Because color’s initial angles are randomly selected, it is likely that color bricks may collide with each other or overlap.

2.The canvas’ size is left to be decided.

3.The visual angle of the game is left to be decided. The image may feel messed up when colorful bricks are thrown from front to back, with a tiny white canvas trying to seize them on the back.

Fall-back plan:

1.Maybe the initial angle can be randomly selected from a pre-set angle set. And this set is worked out to avoid probable color brick’s collision as much as possible.

2.The canvas size may be designed to have a properer color-receiving area. Because there is actually a visual error when viewing the scene from front to back, the color-receiving area needs to be changed when it moves to different positions.

3.If the front-back angle cannot best present the game, a front view may be used and the color bricks are thrown from different places and moves in parabolas.

Breaking loop

Feature:

This game tells a story about shooting a ball towards a wall with only one moving hole. And the player’s goal is to make the ball pass through the hole without being struck and reflected. The ball is moving along a pattern drawn on the wall, like a word “Sara” or “Summer” or something else. And the player can press left or right key and up and down to control the initial angle and press space key to release the ball. The player has only five chances and if the ball passes the hole once, he wins. The ball’s trajectory is straight line and when adjusting angle, a dotted line will be used to indicate the straight trajectory if released.

Risk assessment:

1.Because the hole is actually moving both in left-right and up-down direction, the trajectory of the hole may be difficult to calculate.

2.Because the player can change initial angle in 360 degrees, it may be hard to present the image correctly and the player may get confused.

Fall-back plan:

1.The hole is not moving along a hand-written pattern, but moving along a printed pattern in which the trajectory of stroke will be either parallel or horizontal or with a certain tangent angle. In that case, the position of hole will be easily determined.

2.The initial angle of the ball may be declared more clearly by presenting the player a small figure showing them the angle with respect to x, y,z axis respectively.